

**SONIC  
& KNUCKLES**  
JACKET & MEGA  
DRIVE GAMES  
TO BE WON!

# Sonic

the comic

SPECIAL  
2<sup>ND</sup>  
BIRTHDAY  
ISSUE

**HAPPY  
BIRTH-  
DAY  
TWO  
US!**

**NEW  
STORY**

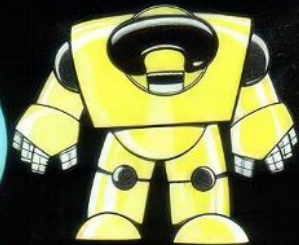
**KNUCKLES!**

**NEW  
SERIES**

**SPARKSTER!**



# CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey, Boomers!

What's the magic number? All together now - it's 2! Two mega-years since STC went ballistic on you and two megatastic new series starting this very issue as we're in serious party-on-down mode. The humes-who-think-they're-in-charge have donned their white suits and are bopping to their Bee Gees LPs (ask your Grandfolks!). Enough of those saddos, let's get down to business.

Knuckles took STC Boomers by storm with his first series, now he's back in **Total Chaotix** - and he's not alone. Has this new story anything to do with a certain new Sega 32X game? Could be!

You've pleaded, you've begged, you've sent sticky iced buns, at last he's here! **Sparkster, The Last of The Rocket Knights** debuts this issue. Yep, Konami's rocket-powered superstar has made it to STC (so enough with the iced buns, OK?).

You want more (whose birthday is this?). How about an exclusive **Sonic & Knuckles** denim jacket and copies of the **S & K Mega Drive** game? Check out the Compo inside.

Also, as a special - and we do mean special bonus - look out for the 1995 **Sonic Summer Special**. Classic **Sonic** thrill-power - on sale wherever STC is sold. It's mega!

On with the celebrations...hey, who scoffed that last piece of cake?

*Megadroid*

## STC'S GLITTERING PRIZES!

STC almost paints the town red this issue, what with **Crayola** giving away packs of **Overwriter Pens** for each drawing published in the **Graphic Zone**! Not only that but those **Highgrove Stationery** humes are supplying **Speedlines** with new prizes too! For the hume who doesn't quite have everything ... how about a sensational **Sonic Organiser**, **Pencil Tin** and trio of **Pencils**!

Snap happy humes are also due for a treat as STC's **Photo Zone** will be giving away **Sonic & Knuckles Fuji disposable cameras**! So get those unusual **Sega/Sonic** related snaps in to the usual address. Remember, the more original the photo, the better!



↑ Each **Sonic & Knuckles** camera contains 27 full-colour exposures and has an automatic setting for perfect pictures - just aim and click!

### HUME ERROR!

Eagle-eyed Boomers who spotted that STC 50's Control Zone looked suspiciously like the April Fool's Control Zone (STC 49), pat yourselves on the back. Circuits were obviously blown in the midst of the celebrations; STC's 50th issue and 2nd Birthday, and the wrong page was printed. Many thanks to all those Boomers who took the trouble to write in. For the record, STC 50's cover, which featured the gold **Sonic**, was drawn by Mr Carl Flint.

## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover  
re-entry new new entry



### MEGA DRIVE

- 1 — ROAD RASH 3
- 2 — PGA EUROPEAN TOUR GOLF
- 3 — FIFA SOCCER '95
- 4 — WINTER OLYMPICS
- 5 — ETERNAL CHAMPIONS
- 6 — MICRO MACHINES 2
- 7 — THE LION KING
- 8 — URBAN STRIKE
- 9 — SYLVESTER & TWEETY
- 10 — TOEJAM AND EARL 2

### MEGA-CD

- 1 — GROUND ZERO TEXAS
- 2 — PITFALL
- 3 — MICKEY MANIA
- 4 — FIFA INTERNATIONAL SOCCER
- 5 — BRUTAL: PAWS OF FURY
- 6 — MICROCOSM
- 7 — SNATCHER
- 8 — REBEL ASSAULT
- 9 — WORLD CUP USA '94
- 10 — NOVA STORM

### MASTER SYSTEM

- 1 — WINTER OLYMPICS
- 2 — ROAD RASH
- 3 — SONIC THE HEDGEHOG 2
- 4 — DESERT SPEED TRAP
- 5 — ROBOCOP V TERMINATOR
- 6 — THE LION KING
- 7 — SENSIBLE SOCCER
- 8 — STAR WARS
- 9 — SONIC CHAOS
- 10 — DESERT STRIKE

### GAME GEAR

- 1 — ROAD RASH
- 2 — WINTER OLYMPICS
- 3 — JAMES POND 2 - ROBOCOD
- 4 — SONIC THE HEDGEHOG 2
- 5 — MICKEY MOUSE 2
- 6 — COSMIC SPACEHEAD
- 7 — DESERT SPEED TRAP
- 8 — THE LION KING
- 9 — STRIDER 2
- 10 — ASTERIX AND THE SECRET MISSION

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IT'S ALL OVER FOR  
THE DEATH EGG!

ROBOTNIK'S DEADLY DEVICE  
IS BEING TORN APART BY  
KNUCKLE'S ATTACK FROM  
THE FLOATING ISLAND.

# SONIC

THE HEDGEHOG

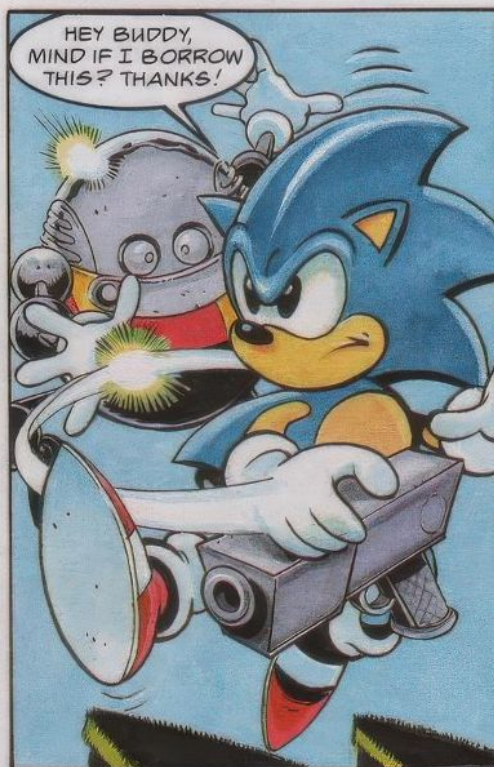
## Disaster!

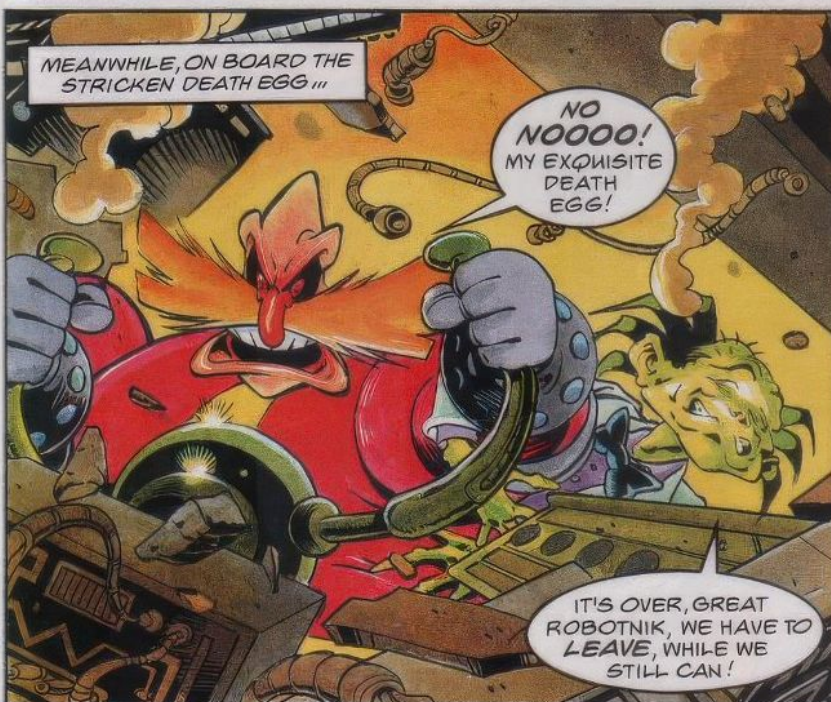
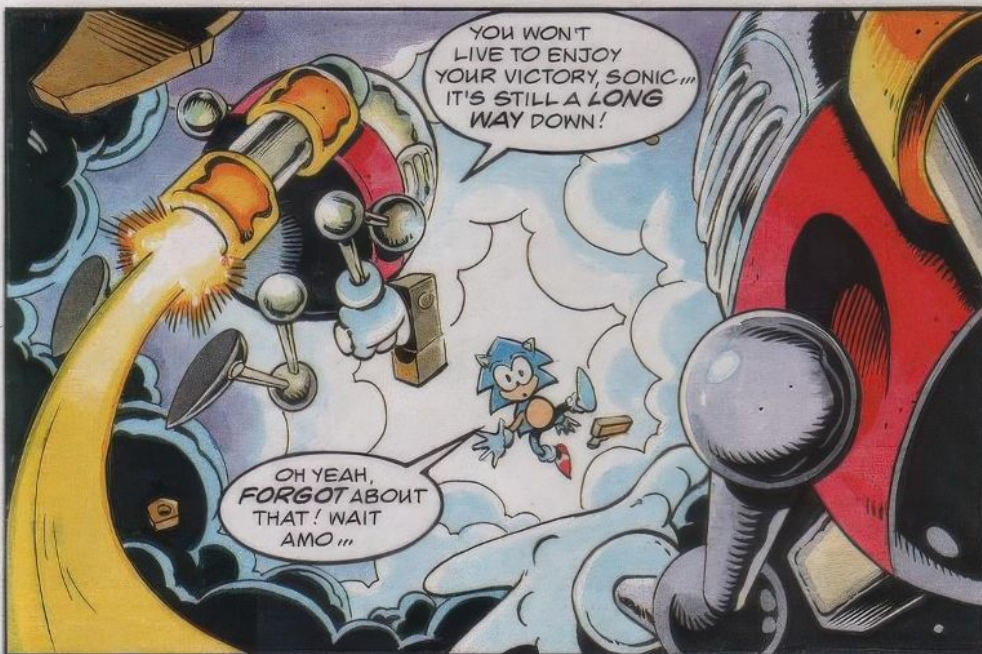
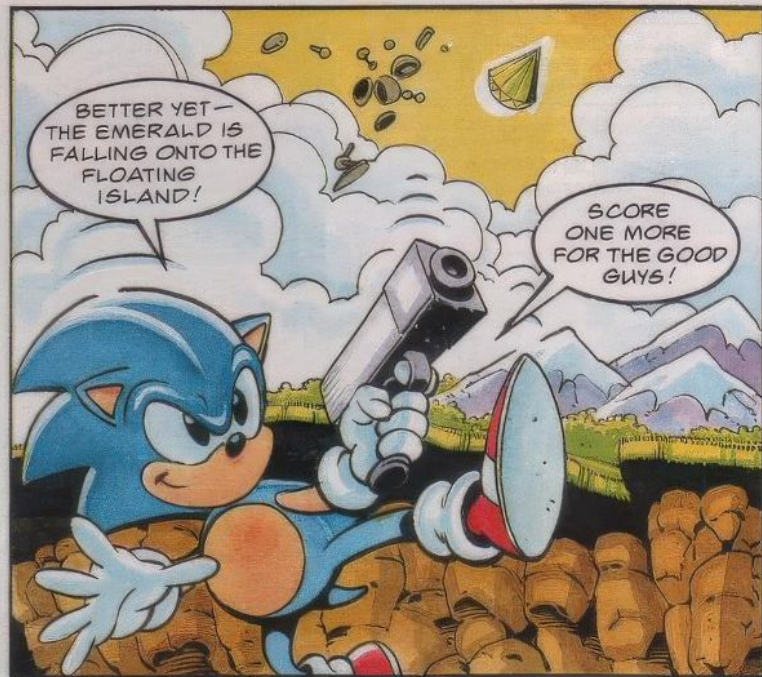
PART 3

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE'VILLE

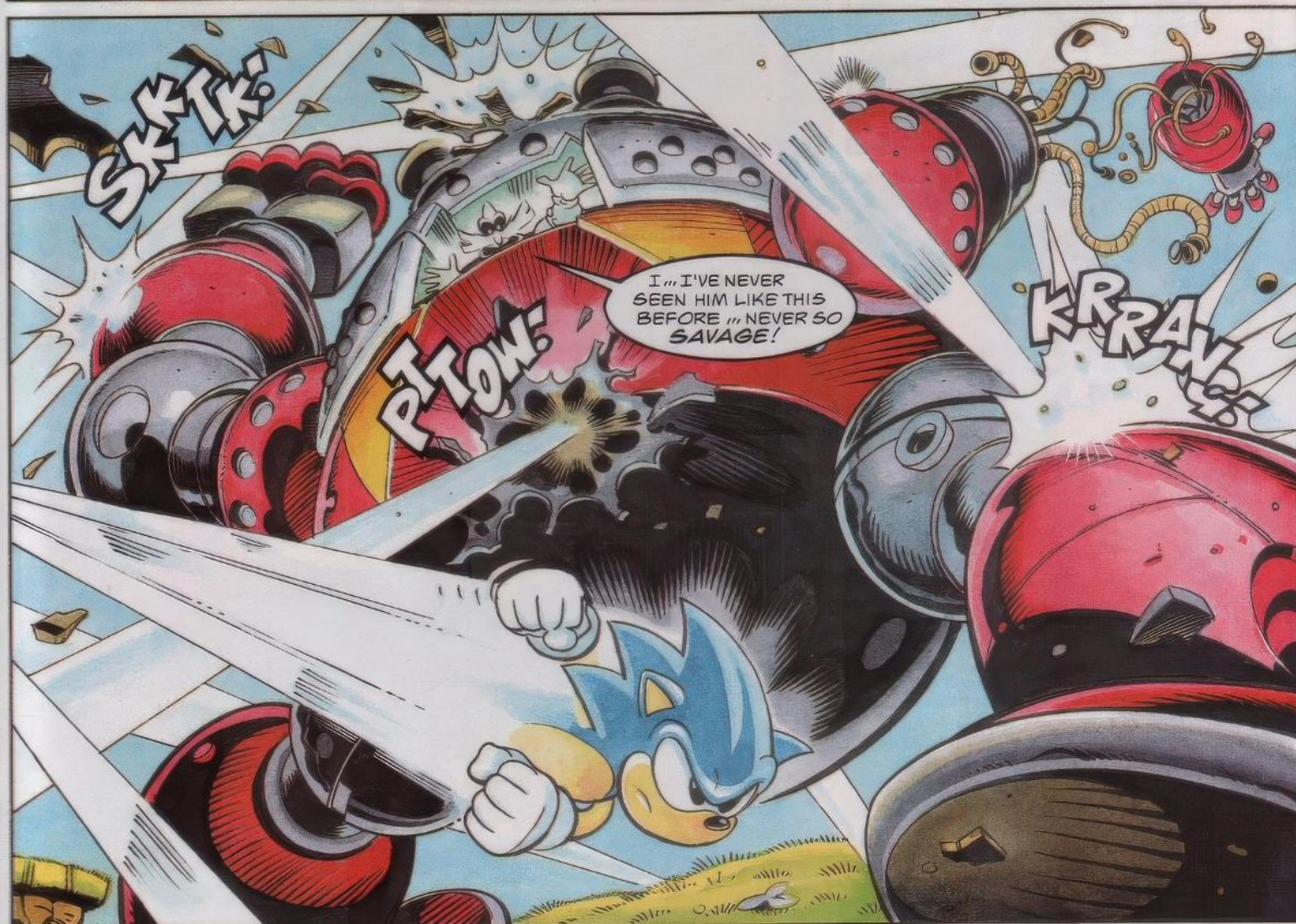
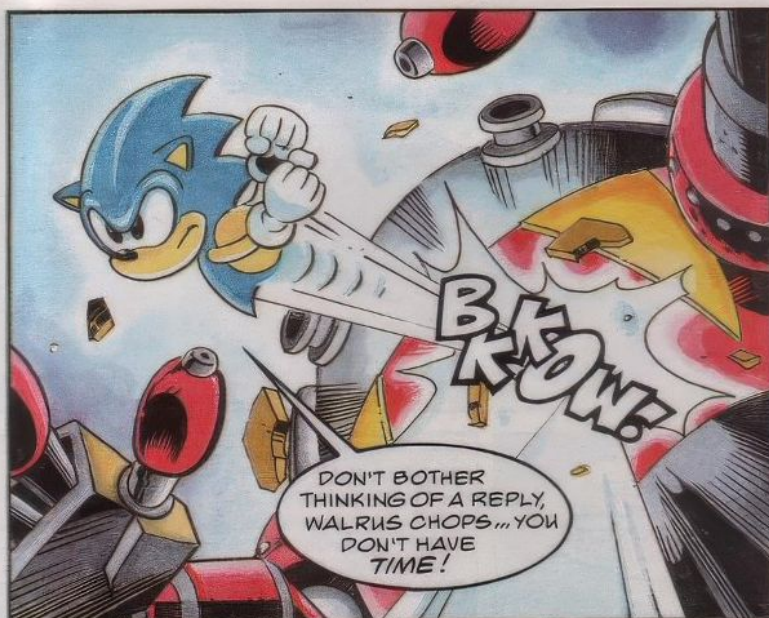


SONIC WOULD BE A LOT MORE  
IMPRESSED BY THIS IF HE  
WASN'T, AT THIS MOMENT,  
FALLING TO CERTAIN DEATH!











THE  
ISLAND'S EDGE!  
AAAAAGH!



I... I DIDN'T  
MEAN TO KNOCK  
HIM OVER...



HUH, LOOKS LIKE  
ROBOTNIK'S LUCK IS  
HOLDING OUT AS  
USUAL!

THOSE DAMAGED  
JETS SHOULD TAKE HIM  
DOWN SAFELY... THOUGH I  
WOULDN'T BET ON A **SOFT**  
LANDING!



KNUCKLES...  
JUST WHEN I **DON'T**  
NEED YOU!

LATER, SONIC!  
IF WE DON'T GET THE  
MASTER EMERALD BACK  
TO THE EMERALD  
CHAMBER NOW, IT'LL BE  
**TOO LATE** TO STOP THE  
FLOATING ISLAND  
CRASHING!



NOT SO FAST,  
SUNSHINE! DON'T FORGET,  
I GOT THE EMERALD OFF  
ROBOTNIK AND I'LL BE  
HAPPY TO LET YOU  
HAVE IT...

IN RETURN  
FOR A LITTLE  
FAVOUR!

THREE DAYS LATER OFF THE COAST  
OF THE EMERALD HILL ZONE.

I WONDER  
IF WE'LL EVER SEE  
HOME AGAIN.

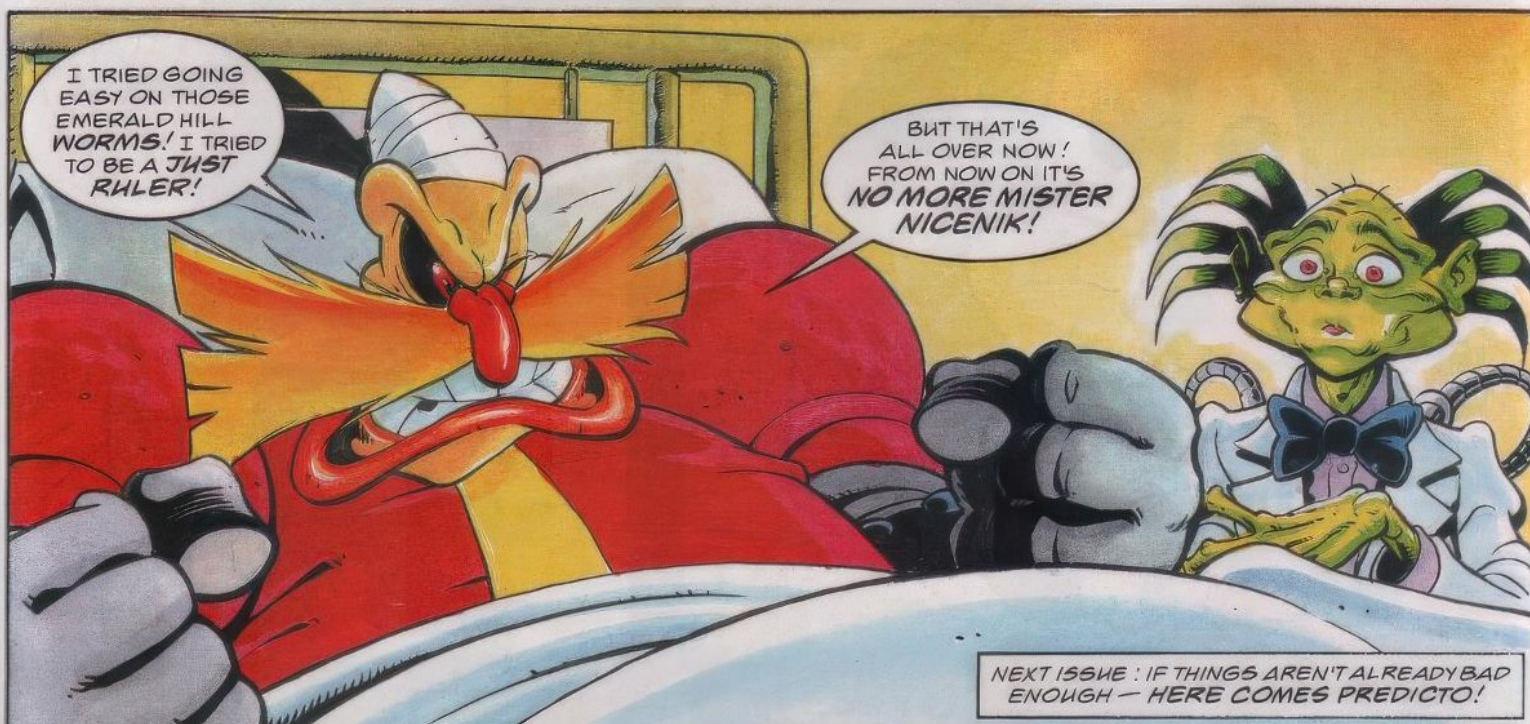
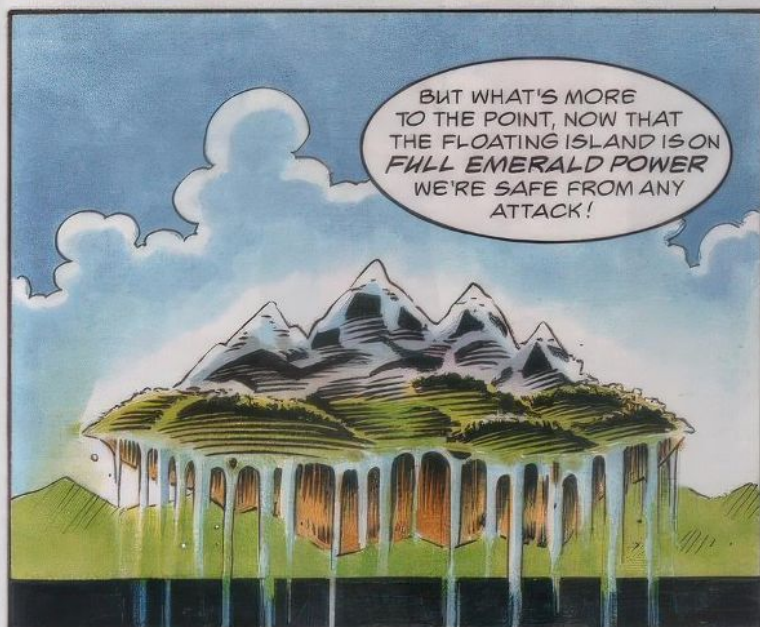
ROBOTNIK'S  
EVIL MUST COME TO  
AN END ONE DAY. I KNOW  
WE'LL RETURN.

SO THAT'S THE  
FLOATING ISLAND!  
HOW IS ANYTHING  
THAT BIG ABLE  
TO FLY?

THE LAST BOAT  
IS NEARLY ACROSS,  
SONIC, WE MAY AS  
WELL LAND!

OKAY, TAILS!

YOU MAY HAVE  
DRIVEN US OUT,  
ROBOTNIK... BUT  
WE'LL BE BACK,  
COUNT ON  
IT!



# Graphic Zone

Nappy Birthday to Sonic, Tails and Doctor Robotnik! The artist- humes responsible for revealing these characters in their first flushes of youth will each receive a pack of **Crayola Overwriter** colour fibre-tipped pens.



Allison Hedley,  
Rowlands Gill,  
Tyne & Wear.  
MD owner.  
Crayola  
Overwriter  
Pack Winner.



Early, early Sonic!



Daniel Long,  
London.  
GG/MD owner.  
Crayola  
Overwriter  
Pack Winner.



Born to read STC!



Kenny Leung,  
Hackney, London.  
MS/MD owner.  
Crayola  
Overwriter  
Pack Winner.

'Babyface' Robotnik ... old before his time!

Mark Overton,  
Leicester.  
MCD owner.  
Crayola  
Overwriter  
Pack Winner.





Jonathan Boyers,  
Sale, Cheshire.  
GG owner.  
Crayola  
Overwriter Pack  
Winner.

Crying over  
spilt milk?



Wayne Merrills, Gainsborough, Lincs. MD owner.  
Crayola Overwriter Pack Winner.

The tooth is out!

A nappy pair!



**BABY TAILS**



**BABY SONIC**

A. Kearney, Cheshunt, Herts.  
Crayola Overwriter Pack Winner.

To help get your  
handywork selected in  
future *Graphic Zones*,  
please take note of the  
following tips:-

- Draw in paint or felt tip pen on plain white paper (avoid lined paper, pencils and crayons, as they don't show up as well when printed).
- Be original and don't copy pictures from the comic - come up with your own ideas.
- Include your name and address, preferably written in capital letters on the back of the page.

# REVIEW

## Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.  
Reviewer this issue: Jenny Fromer.

### MR NUTZ 2

game type: PLATFORM/ADVENTURE  
1 PLAYER



Mega Drive

PRE-RELEASE VERSION REVIEWED



The thinking behind **Mr Nutz 2** cannot be faulted. At last, a platform game with a good mix of humour, challenge, puzzles and longevity. At least, this is the impression you get when first checking out the details.

The plot to this sequel is brilliant; an outer space race of chickens is taking over the universe and turning all life forms into chicken dinners! As they descend on Peanut Planet, holiday home of Mr Nutz, there is a chance they could still be stopped.

The game is satisfyingly large and complex. Not only must you rid four continents of chickens, but you must find their bases and techno cities, defeat end-of-level bosses and exterminate all chickens or else they reappear later. As Mr Nutz you are a squirrel of many talents including flying, swimming, magic skills and a useful left hook.

That said, while the idea is great, the gameplay isn't. Particularly annoying is the miles of text you have to scroll through to get information when moving around the map

#### RATING SYSTEM

under 40% = Yawnsville  
40 - 70% = Normalsville

70 - 80% = Fun City  
80 - 90% = Big Time City  
Over 90% = Mega City



screens. Worse still, controlling your squirrel is a frustrating and clumsy experience. When Mr Nutz flies with only one feather, all attempts to land him are a nightmare. At other times your squirrel switches between being sluggish or too fast to rein in.

While considerable praise is due to Ocean for creating a platform game which contains a full scale adventure, **Mr Nutz 2** falls far short of its potential. On the plus side, it's a large game with plenty to keep you interested and having password access cuts down on needless repetition. All in all, **Mr Nutz 2** could be better, but is well worth a look.



**FAST FAX**

PUBLISHER OCEAN	PRICE £39.99
<b>GRAPHICS</b> ..... 82	
<b>SOUND</b> ..... 74	
<b>PLAYABILITY</b> ..... 76	
<b>RAVES</b> Good adventure element.	<b>GRAVES</b> Difficult to control Mr Nutz.
<b>OVERALL</b> ..... <b>80%</b>	

# Shinobi

## POWER OF THE ELEMENTS PART 7

Script: ALAN MCKENZIE Art: JON HAWARD Lettering: TOM FRAME

JOE MUSASHI'S OLD ENEMIES, THE FOUR ELEMENTS, HAVE ATTACKED THE ROOFTOP HOME OF MUSASHI'S NEW ALLIES, THE ROOFWORLDERS. IN THE MELEE, SENSEI HAS BEEN STRUCK DOWN.

SENSEI!

TOO LATE, OLD FOOL. TOO LATE FOR YOU!

THE OLD MAN IS GONE. SO WILL YOU, SOON!

NO!

NNNN!

HAH!

YOU ARE A VALIANT FIGHTER. I WILL MAKE THIS QUICK!

WHAM!



WAIT!  
WHAT ARE YOU  
DOING?

HGUUH!



YOU THINK I'M A FOOL?  
I KNOW YOUR POWER  
COMES FROM THE EARTH.  
TO RENDER YOU HELPLESS,  
I JUST HAVE TO SEPARATE  
YOU FROM THE GROUND.



YOU ARE A FOOL.  
YOU CAN'T HOLD ME  
UP HERE FOREVER.



I DON'T  
INTEND TO.



NOOO!

WHAMME!



SENSEI!



YOUR MAGIC CANNOT HARM ME. MY WATER POWER IS THE PERFECT DEFENCE AGAINST ALL FORCE.

PERHAPS SO. BUT WHAT WILL HAPPEN WHEN WATER...



...MEETS FIRE?



AHHHH!

**FWWAASHH!**



SENSEI!



POISON HAND. DEADLY UNLESS ITS EFFECTS ARE UNDONE.  
BUT ONLY SENSEI HAS THE KNOWLEDGE FOR SOMETHING LIKE THAT.





THERE. I'VE TAKEN THE PRESSURE FROM HIS VITAL CHI JUNCTIONS. HE SHOULD RECOVER FULLY IN A FEW DAYS.

MMMH!



S-STAY... WITH...



THANK YOU, SENSEI. YOUR INVITATION DOES ME HONOUR, BUT I HAVE MY OWN GIRL.\*

\*SAMURAI EXPRESSION MEANING UNAVOIDABLE DUTY - MEGADROID.



THANK YOU FOR HELPING SENSEI. HE'D DO THE SAME FOR ANY OF US.



WHERE WILL YOU GO?

I HAVE MY OWN SENSEI AND THE NEO ZEED AREN'T FINISHED WITH HIM YET. MY WAR ISN'T OVER. MANY BATTLES LIE AHEAD.



PERHAPS WE'LL MEET AGAIN.

FAREWELL.

THE END.

SHINOBI'S BATTLES RETURN TO STC - SOON.

THE FLOATING ISLAND IS FINALLY RID OF DOCTOR ROBOTNIK AND, FOR THE FIRST TIME IN MONTHS, KNUCKLES IS ABLE TO RELAX.



# KNUCKLES

## TOTAL CHAOTIX *Part 1*

Script:  
NIGEL KITCHING

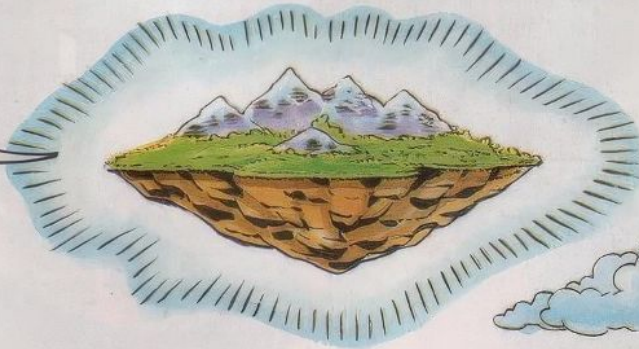
Art:  
RICHARD ELSON

Lettering:  
ELITTA FELL

THIS IS GREAT! I WAS BEGINNING TO THINK I'D NEVER SEE THE MASTER EMERALD BACK IN THE EMERALD CHAMBER!\*

\*SEE RECENT SONIC STORIES - Megadroid.

AND FOR THE FIRST TIME IN CENTURIES ALL THE EMERALDS ARE FULLY POWERED UP! THAT MEANS I CAN EASILY MAINTAIN A PROTECTIVE FIELD AROUND THE ISLAND!



SO IF OLD EGG-BREATH EVER SHOWS UP HERE AGAIN HE'LL BE IN FOR A SURPRISE!

STILL, WHEN SONIC GOT THE MASTER EMERALD BACK FOR ME, HE DIDN'T GIVE IT TO ME FOR NOTHING!

WHICH REMINDS ME...



IT'S TIME TO  
CHECK ON MY NEW  
ARRIVALS!

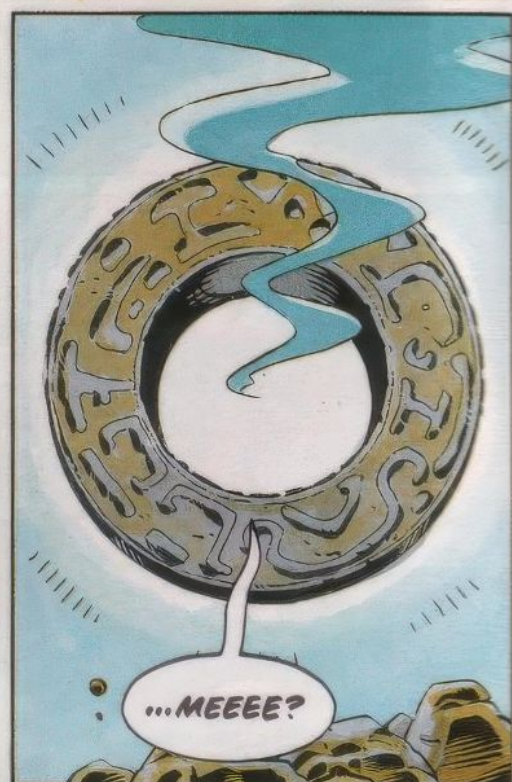
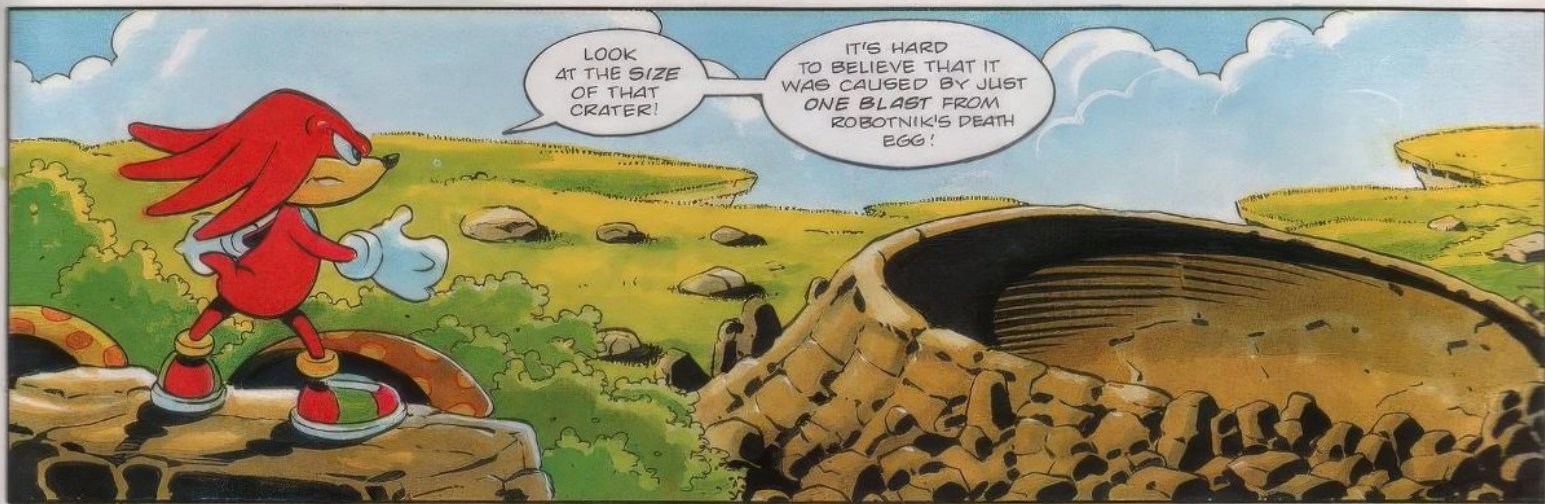


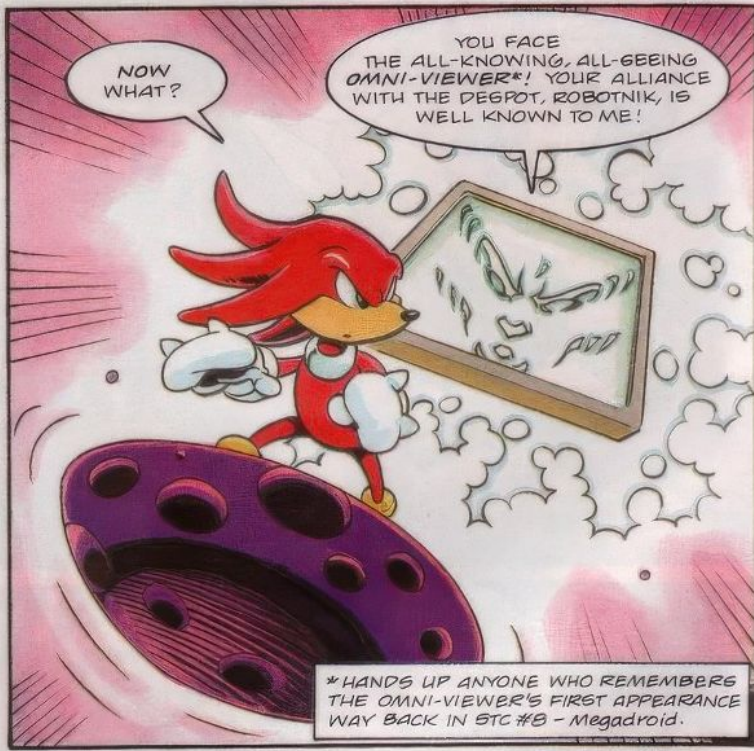
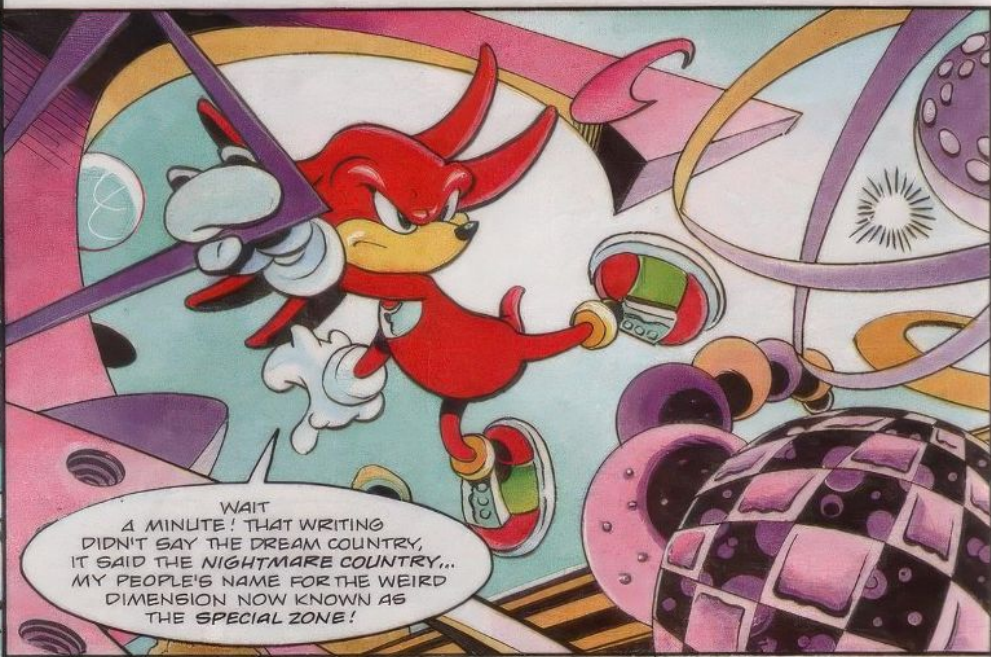
THERE IT IS...  
THE MUSHROOM HILL  
ZONE.

IT LOOKS  
LIKE THE EMERALD  
HILL FOLK ARE  
MAKING THE BEST  
OF IT.

AFTER  
WHAT SONIC AND I  
DID TO HIS DEATH EGG,  
ROBOTNIK HAS VOWED TO  
DESTROY THEM ALL ON  
MOBIUS. THIS IS THE  
ONLY PLACE WHERE THEY  
CAN BE SAFE.

I JUST  
HOPE THEY KEEP  
TO THEMSELVES AND  
DON'T BOTHER  
ME.





**CHAOTIX**

- GUARDIANS OF  
THE SPECIAL  
ZONE!



NEXT ISSUE: THE POWER OF CHAOTIX!

# Q Zone

Q is for Question.

Q is for Query.

Q is for Quandary.

Enter the Q Zone for hints, tips, and help with your favourite Sega games.

The Q Zone has provided mind-boggling relief for plenty of Boomers over the past couple of years. Game guru David Gibbons recaps on cheats and tips for some of the most requested games.

## Tips & Cheats



### ALADDIN



A big Christmas hit during '93, **Aladdin** caused many Boomers to lose sleep with worry. But fear not, because once again the Q Zone presents cheats and tips galore for this fab platformer:-

**LEVEL SKIP:** Play the game as normal. Now, press pause then A, B, B, A, A, B, B and A to warp to the next level.

**SECRET OPTIONS SCREEN:** From the title screen, press A, B, B, B, B, C, C, C and C.

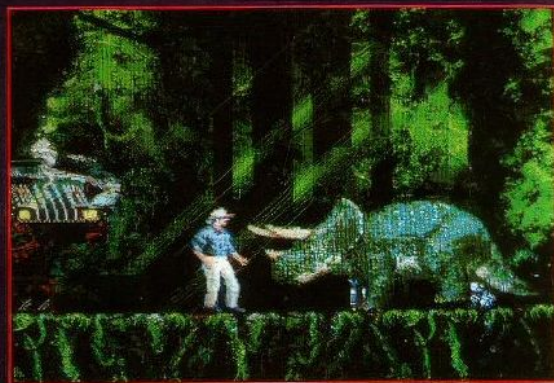
**EXTRA LIFE:** While on the desert level, go and kill the first snake. Go right back and there will be an extra life!

**MICKEY MOUSE EARS:** Again, on the desert level, stand near the washing line, so that when Aladdin moves his head you'll see him wearing Mickey Mouse ears! An extra life is now yours!

### JURASSIC PARK



One of the most successful movies of all time, faithfully converted to the Mega Drive. **Jurassic Park** is another game that caused monster confusion. Don't let dinosaurs ever rule your *STC* reading again, because here, once more, are those **Jurassic** cheats:-



#### LEVEL PASSWORDS:-

##### GRANT

##### CODE

##### LEVEL

240P0021	POWER STATION
4A3PG0A4	RIVER
621C002N	PUMP HOUSE
81VVMF20	CANYON
A69KJG6U	VOLCANO
CVVVVVT4	VISITOR'S CENTRE

#### MAXIMUM AMMUNITION CODES

Enter these codes to give Grant full weapons:-

##### CODE

##### LEVEL

OVVVVVUP	JUNGLE
2VVVVVUR	POWER STATION
4VVVVVUT	RIVER
6VVVVVUV	PUMP HOUSE
8VVVVVU1	CANYON
AVVVVVU3	THE VOLCANO
CVVVVVU5	VISITOR'S CENTRE

# SONIC CHAOS



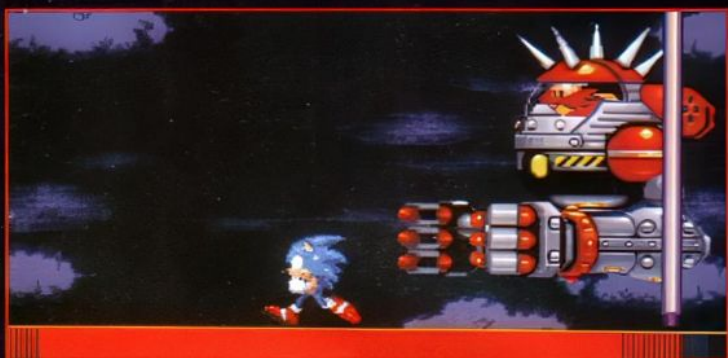
Ahh, yes. Sonic's first handheld-only game, and one that provided many headaches for Boomers nationwide. Getting further into the game seemed the main problem, so the Q Zone came to the rescue yet again with a fab level select:-



## LEVEL SELECT:

On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, 2 and then 1. Press Start to activate the cheat.

# SONIC 3



Sonic's third outing as a Mega Drive superstar and one of his biggest hits to date. **Sonic 3** caused a mountain of desperate pleas and filled the Q Zone postbag to bursting point. We've shown these cheats before, but as it's STC's second birthday we decided to give all you Sonic fans a real treat:-

**INFINITE LIVES:** Get to the Launch Base Zone and hold the start of a Super-Spin-Dash between the Klaxon Alarms. You must allow the alarms to sound off continuously. The Robot Birds dive on you and they will keep on coming because of the alarm. Kill as many as you can until you receive an extra life. After this, keep going to get an extra life about every ten seconds (make sure Tails keeps away otherwise he'll upset the pattern - well, you know what these foxes are like!).

**INVINCIBILITY:** When the title screen appears, press Up, Up, Down, Down, Left, Left, Right, Right, A, A, B, B, C, C, A, B then C.

**BONUS OF 100,000 POINTS, EXTRA CONTINUE AND TWO EXTRA LIVES:** Finish an act in exactly nine minutes and 59 seconds.

**LEVEL SELECT/DESIGN/SUPER SONIC:** After you hear the voice say "Sega" and Sonic starts to appear on the screen, quickly press Up, Up, Down, Down, Up, Up, Up and Up. A chime is then sounded which indicates the cheat is activated. If you look under Competition there will be a sound test, which is actually a level select! Once you've chosen which level you'd like, hold down A and Start. Press B once to turn Sonic into an object, C to place it and A to change into something different. To become Super Sonic, turn into a box with S on it by pressing A, replace it using C and finally jump into it!

# SONIC SPINBALL



One of the most requested cheats since the launch of your favourite comic, **Sonic Spinball** has had many a Boomer in a real spin as they've tried to get further into the game. Now you need spin no more as below you'll find these mega cheats printed once again.

**LEVEL SELECT:** Go to the Options screen and press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C then Up. Now go to the title screen and hold down A, and press Start to warp to level two, B and Start for level three and C and Start for level four.

**BONUS POINTS:** Press A, B and C together while the game is adding up your total score. You'll get an extra five million after the first boss, and ten million after the second and third boss. These extra points will also help you gain additional lives.

**GAME GENIE:** For those of you who also own a Game Genie, here are two very special codes to try with **Sonic Spinball**:-

## CODE

## CHEAT

AW7T4A5L Infinite lives.  
AXNA8A94 Infinite balls in all bonus rounds.

NEXT ISSUE: MICKEY MANIA PART 1!



# SPARKSTER™

LAST OF THE ROCKET KNIGHTS Part 1

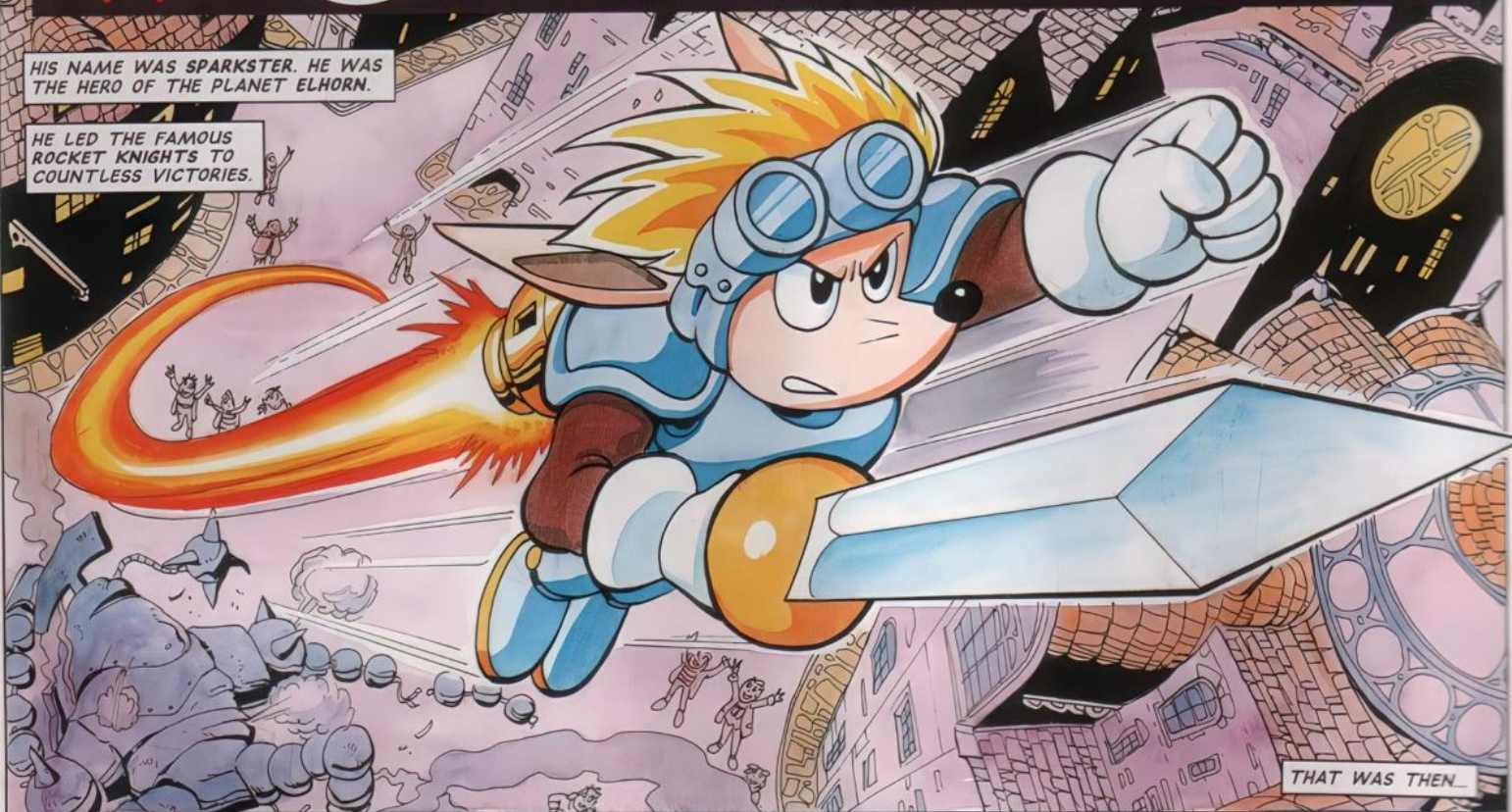
Script:  
NIGEL KITCHING

Art:  
KEITH PAGE

Lettering:  
STEVE POTTER

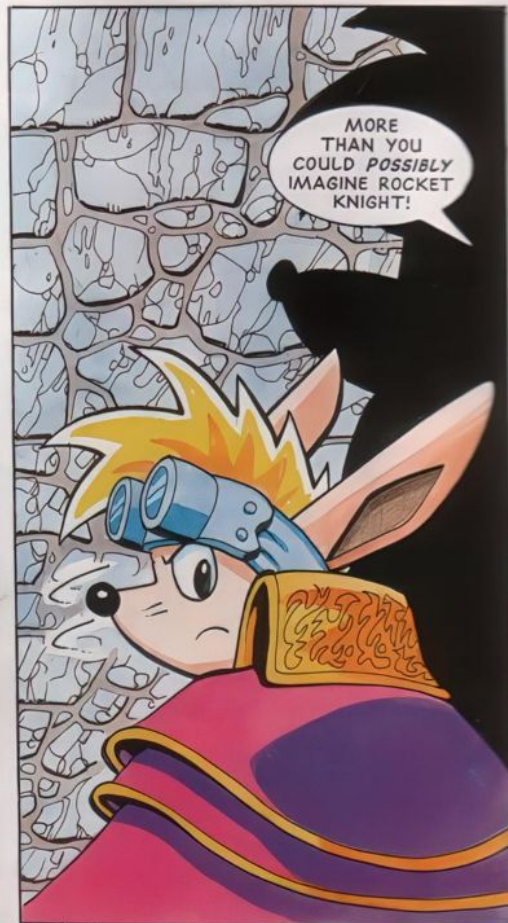
HIS NAME WAS SPARKSTER. HE WAS THE HERO OF THE PLANET ELHORN.

HE LED THE FAMOUS ROCKET KNIGHTS TO COUNTLESS VICTORIES.

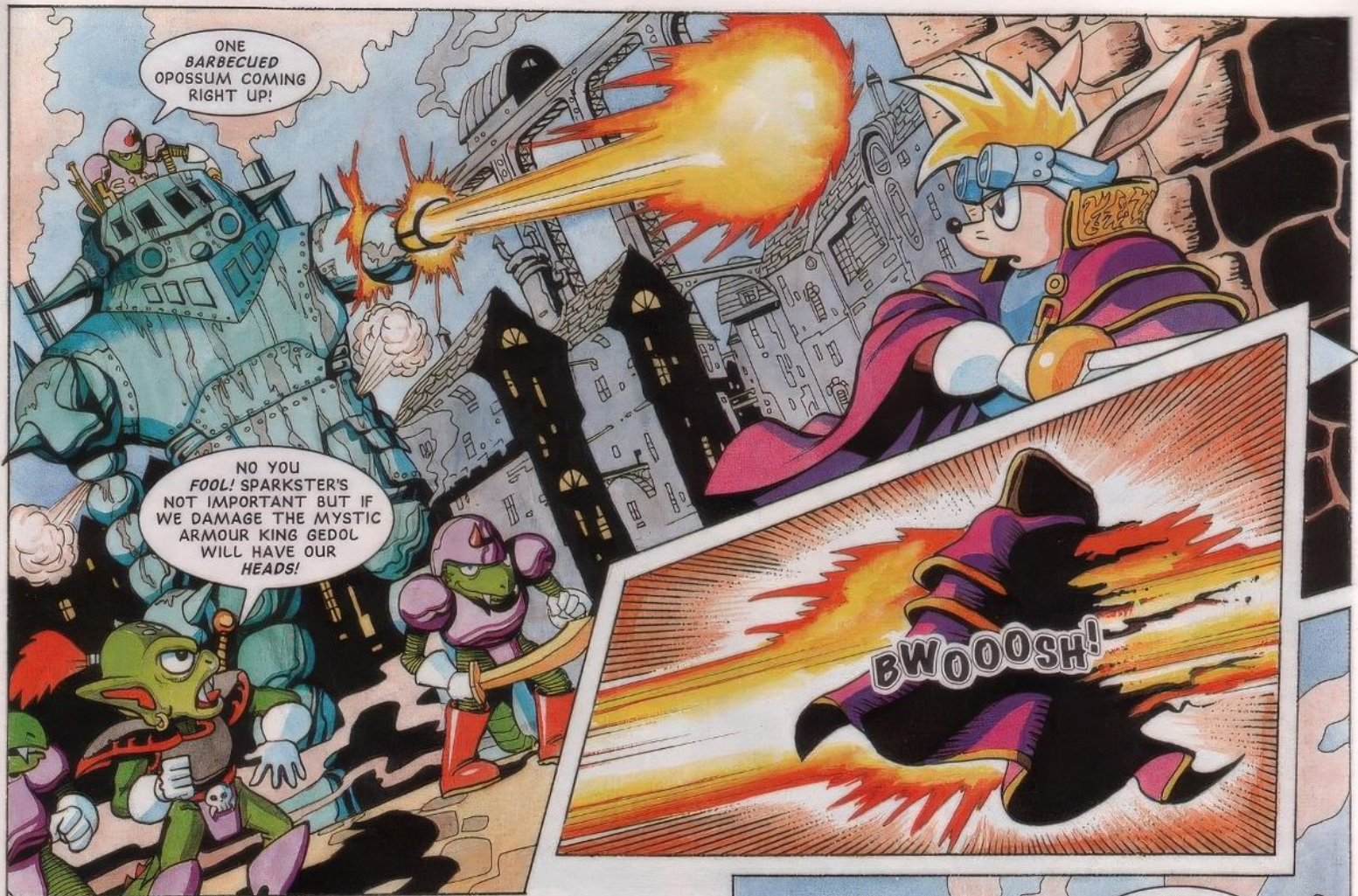


THIS IS NOW.

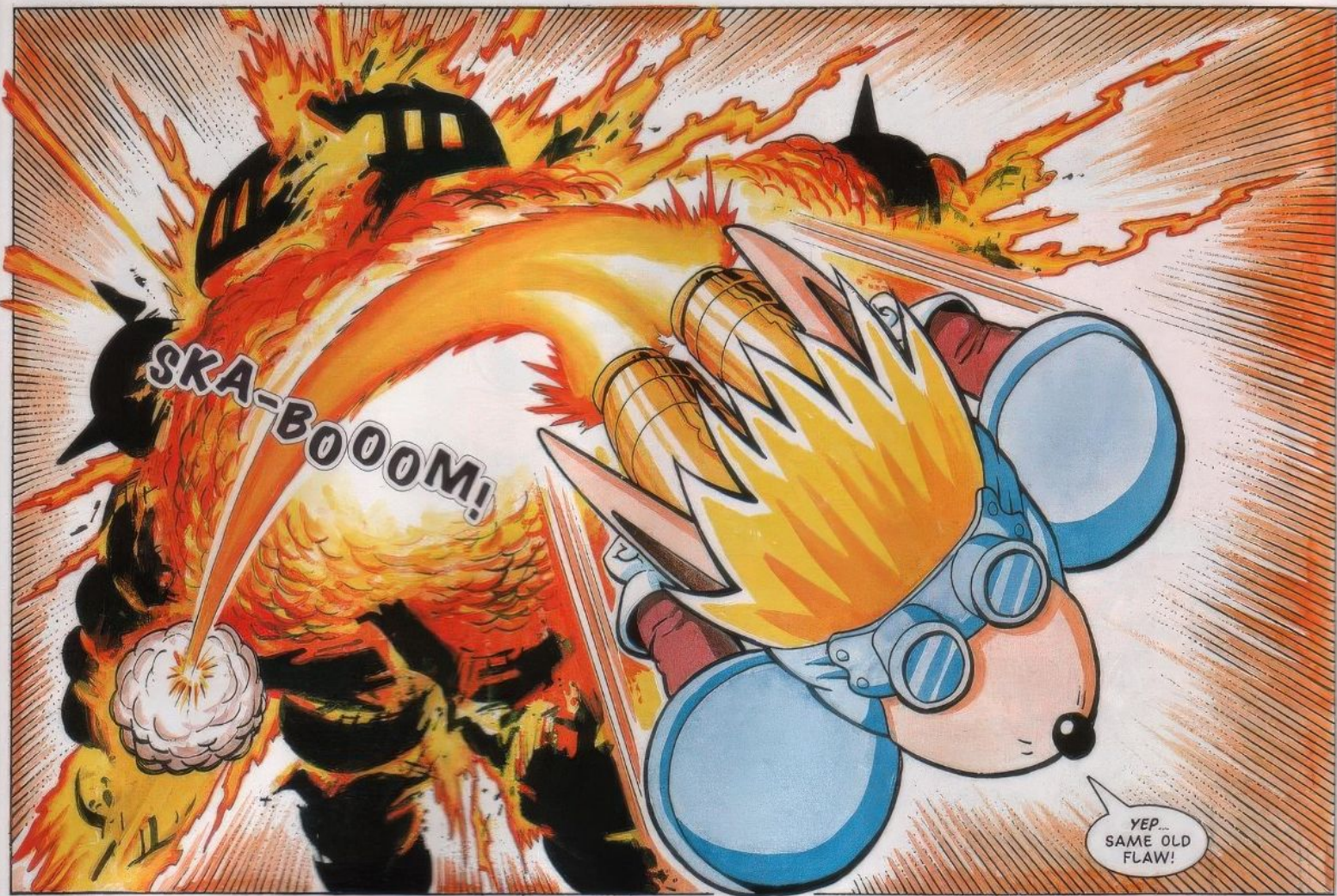
IN ZEBULOS CITY EVENING IS DRAWING IN.











YEP...  
SAME OLD  
FLAW!



AND NOW  
I HAVE YOUR UNDIVIDED  
ATTENTION PAERIE, I'D LIKE  
TO ASK YOU A COUPLE  
OF QUESTIONS.



YOU CAN  
START BY EXPLAINING  
THAT WANTED POSTER I  
FOUND AND THEN GO RIGHT ON  
TO TELLING ME WHAT YOU  
AND YOUR CRONIES ARE  
DOING HERE!



I'M  
WAITING...

YOU'RE  
NOT GOING  
TO LIKE  
IT ROCKET  
KNIGHT...



KING GEDOL  
NOW RULES ALL OF ELHORN...  
INCLUDING THE ZEBULON EMPIRE.  
NOWHERE REMAINS FREE FROM  
HIS CONTROL!

AND YOU,  
SPARKSTER, ARE ON  
**YOUR OWN!**

# SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



## No Kidding!

Dear STC,

I really enjoyed the first series of **Kid Chameleon**, seeing him change from Samurai to Eyeclops to Iron Knight. Will he ever return to STC to fight more giant monkeys and invincible folk?

**Jason Stokes, Eirth, Kent.**  
MD2/MCD owner.  
Sonic Stationery Winner.



Funny you should mention that, Jason ... a new six part story of **The Kid** begins next issue!

## Xtra, Xtra!

Dear STC,

I heard that a version of **Sonic** is coming out on the 32X. If this is true, will the game feature a new character?

**Peter Sheinin, Ashdod, Israel.**  
Sonic Stationery Winner.



There's no plans at the moment, Peter, for a **Sonic** game on the 32X. However, hold onto your dreads because the new **Knuckles Chaotix** 32X game will be reviewed next issue.

## Desperate Dan!

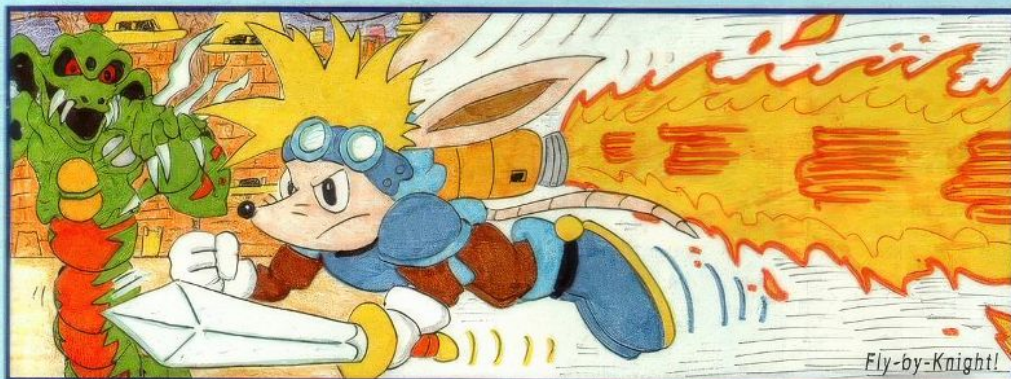
Dear STC,

I believe that Sonic and Tails should have their names changed to something hip and trendy! Sonic should be called 'Speed' while Tails should be called 'Fly'.

**Daniel Donaghy, Glasgow, Scotland.**  
MD owner.  
Sonic Stationery Winner.



Hey Danno, how about I change my name to 'Moon Unit Megadroid'?



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for **Helen Waller** on 0171 344 6400.

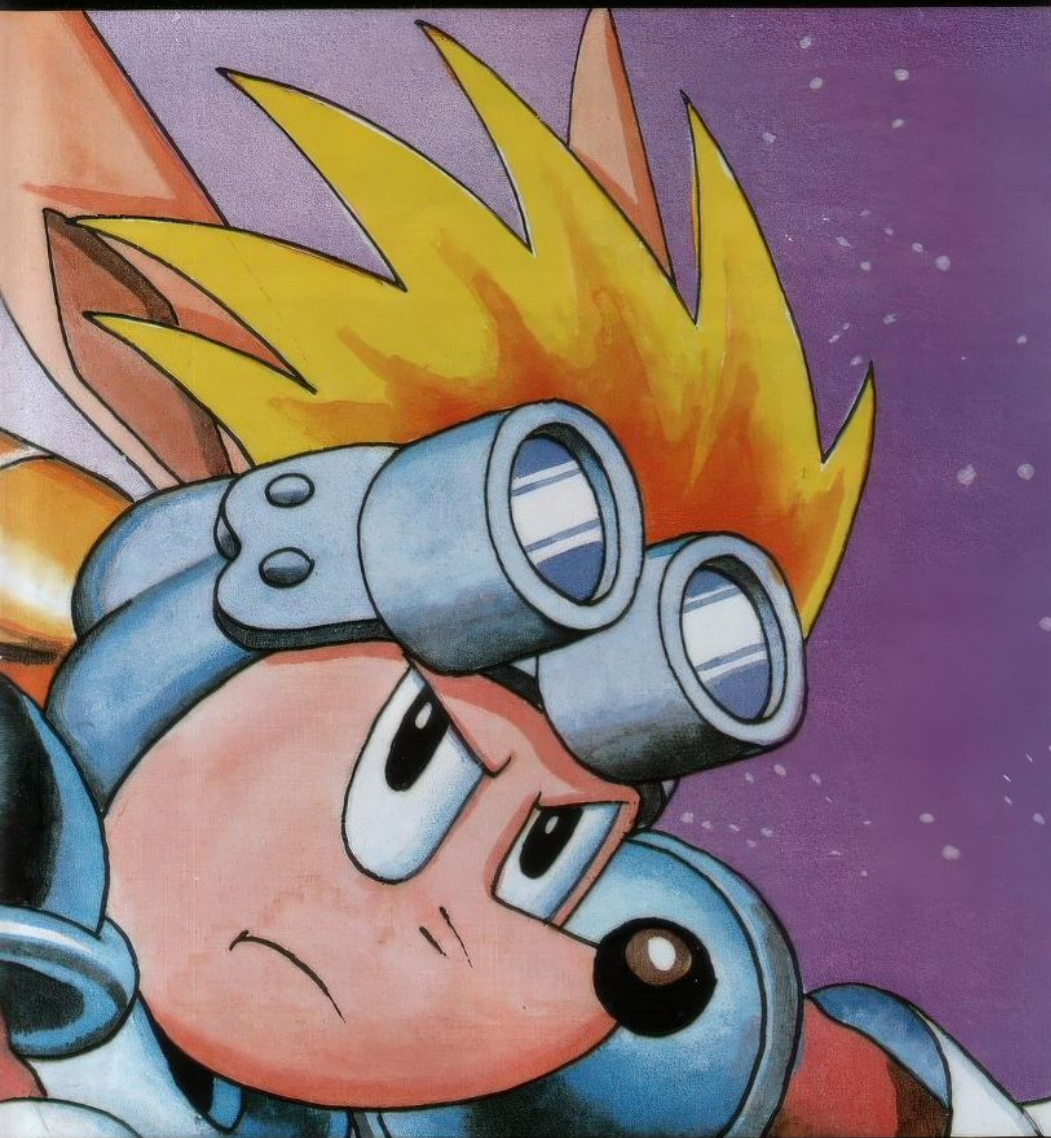
## Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a Segasational **Sonic** **Organiser** and **Tin** (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of megatious **Sonic** products available from most retail stationers. If you have problems finding a stockist in your area write to **Highgrove Stationery Ltd., International House, Unit 3, 59 Compton Road, London N1 2PB.**



# SPARKSTER! WE'VE HAD LIFT OFF!



## DATA STRIP

Fill in & send to:  
**Sonic The Comic,**  
25/31 Tavistock Place,  
London WC1H 9SU

## WHO ARE YOU?

Tell us your name, age & address.

NAME .....

ADDRESS .....

..... AGE .....

## HOT-SHOTS ONLY!

Enter your high score or  
achievement here!

GAME .....

SCORE/ACHIEVEMENT .....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to  
see as a STC strip in the future?

I THINK .....

would make a great comic  
strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories  
in this issue in order of  
preference

1. ....

2. ....

3. ....

HOW DO YOU RATE ISSUE 53  
OF **STC?**

%



**NEW  
STORY**

**KID CHAMELEON!**

**PIN-UP**

**SONIC & KNUCKLES!**

**COMPLETE  
STORY**

**SONIC!**

**32X  
REVIEW**

**KNUCKLES CHAOTIX!**

**STC 54 - IT'S A BLAZE!**

**ON SALE SATURDAY, 10TH JUNE 1995**

**£1.15**